

Parries

Definition

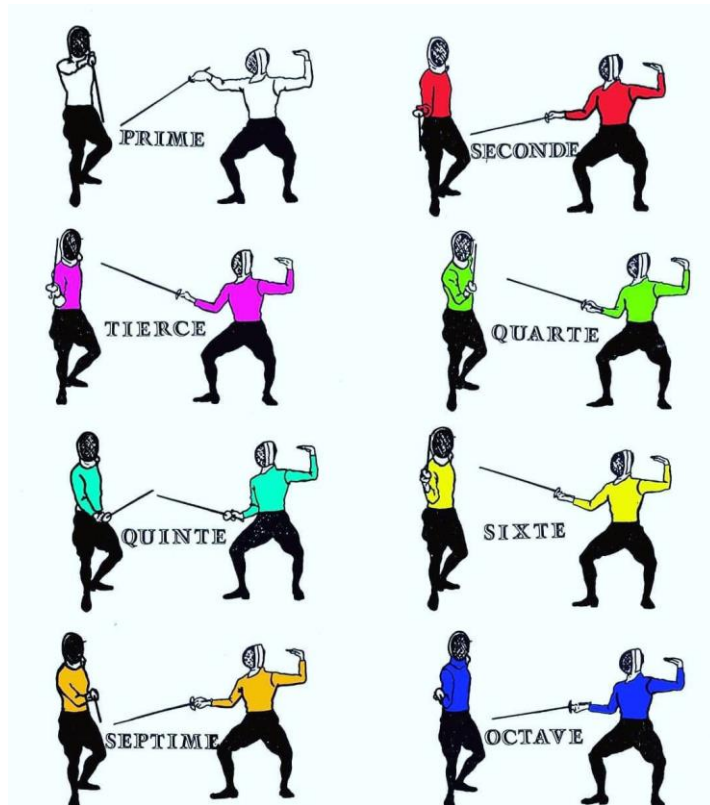
The *parry* is the defensive action made with the weapon to prevent an offensive action arriving.

USA Fencing Rules, t.9.2

Names of Parries

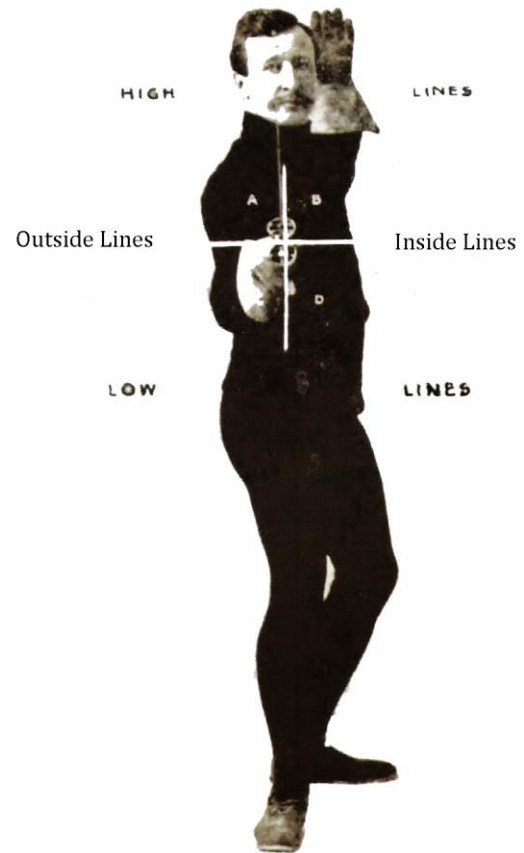
- Position
- Type of motion

Positions



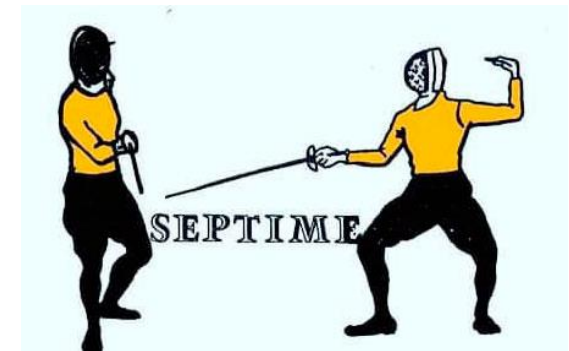
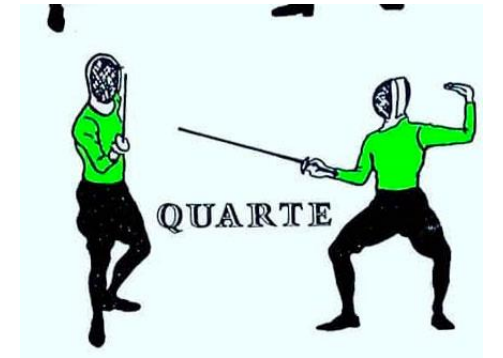
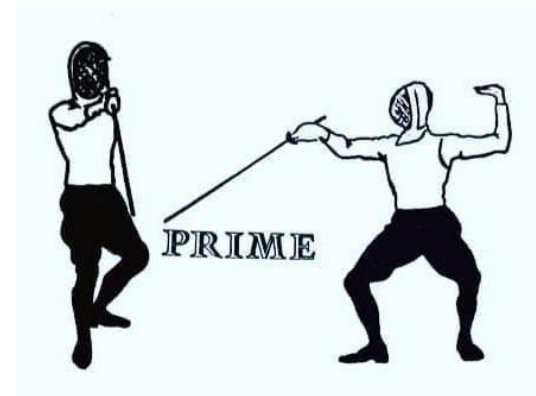
1. Prime
2. Seconde
3. Tierce
4. Quarte
5. Quinte
6. Sixte
7. Septime
8. Octave

Lines



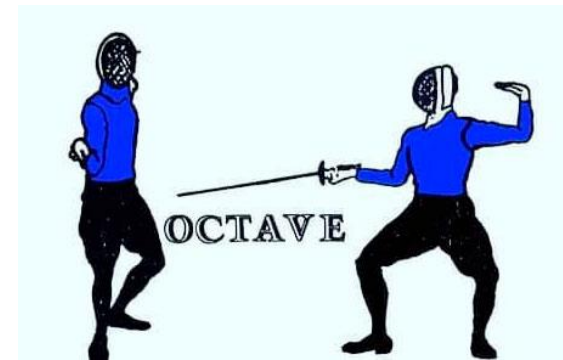
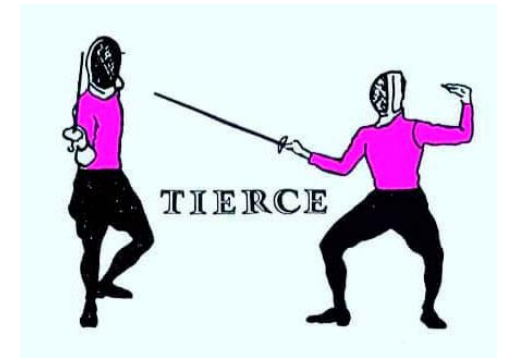
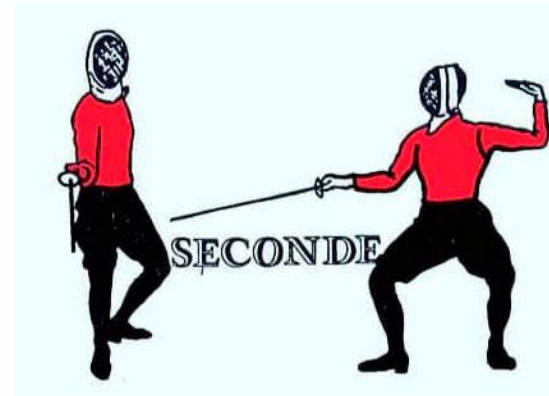
Symmetry

- Four positions in inside line
 - 1, 4, 5, 7



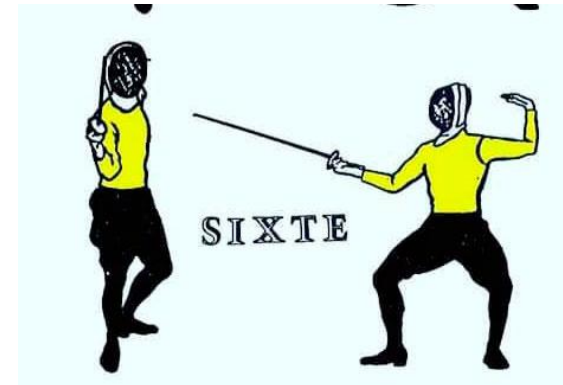
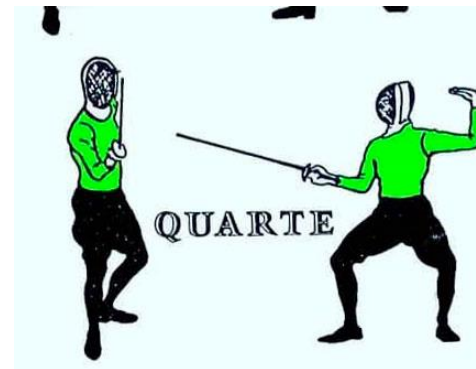
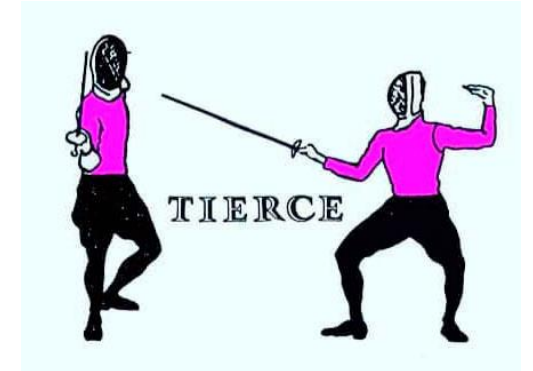
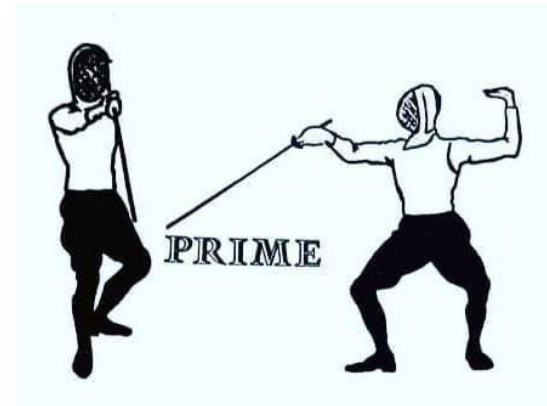
Symmetry

- Four positions in outside line
 - 2, 3, 6, 8



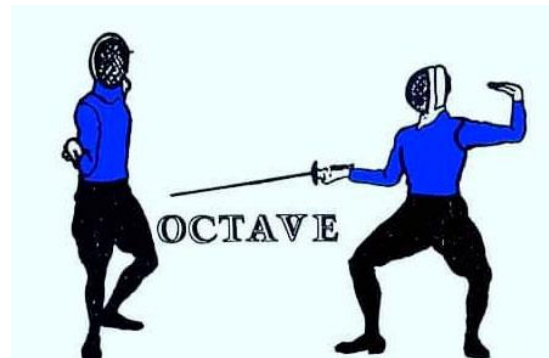
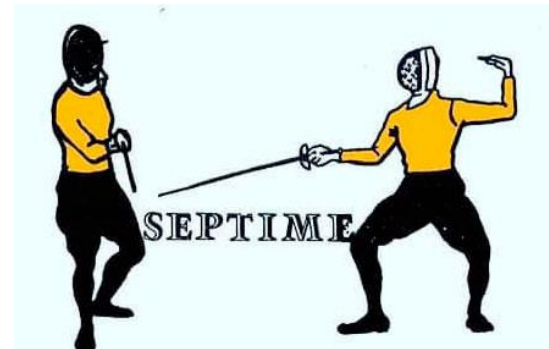
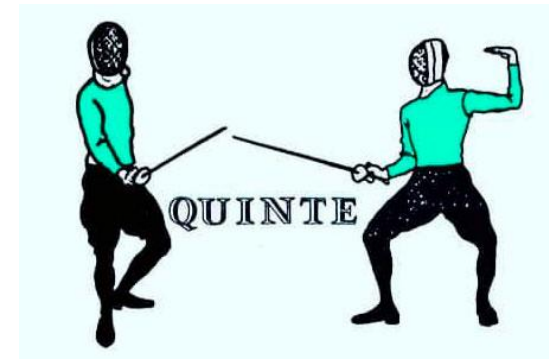
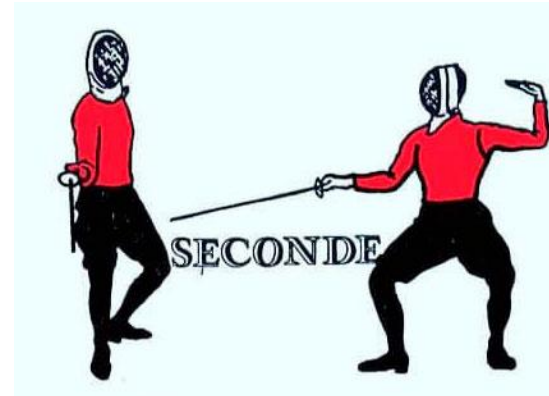
Symmetry

- Four positions in high line
 - 1, 3, 4, 6



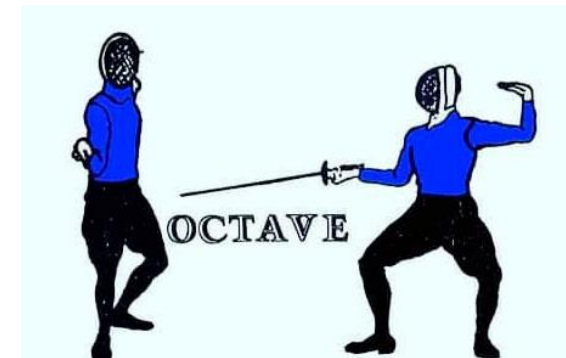
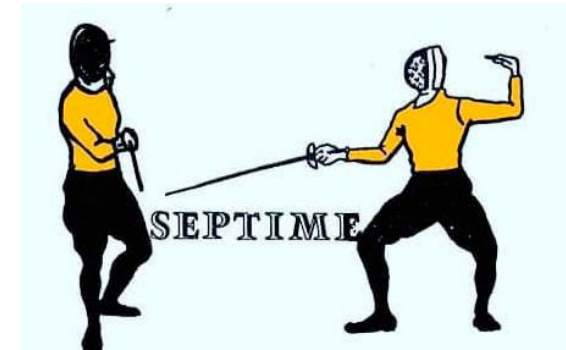
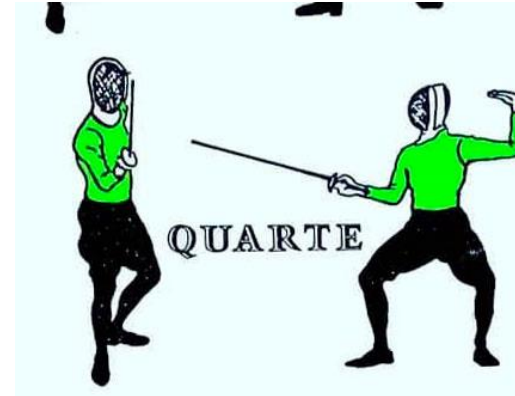
Symmetry

- Four positions in low line
 - 2, 5, 7, 8



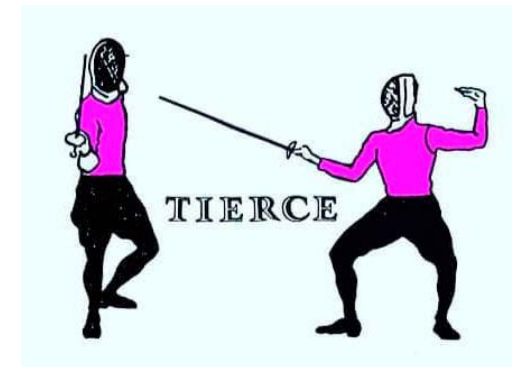
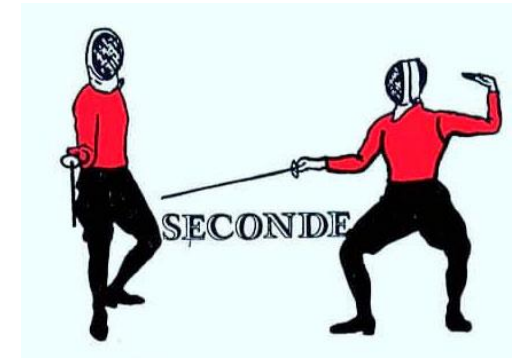
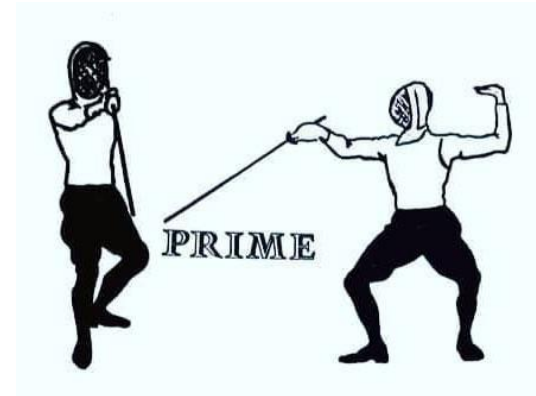
Symmetry

- Four positions in supination (palm up)
 - 4, 7, 6, 8



Symmetry

- Four positions in pronation (palm down)
 - 1, 2, 5, 3



Motions

- Lateral
- Circular (or Counter)
- Semi-Circular
- Diagonal
- Yielding
- Tac-au-Tac (or Beat)
- Barrage (dam)

Examples of Nomenclature

- Motion: Lateral Parry Position: Quarte
- Motion: Counter Parry Position: Sixte
- Motion: Semi-Circular Parry Position: Octave

Common to All Parries

1. Use the strong part of your blade against the weak part of your opponent's blade
2. Parry at the correct time
 1. Rule of "thumb (foot?)": parry when the front foot moves in your opponent's lunge
3. Followed by a riposte (an offensive action)

1. Use the strong part of your blade
against the weak part of your
opponent's blade

- Uses leverage
- Doesn't require strength

2. Parry at the correct time

- If you parry too soon, your opponent will see the parry and attempt to go around it
- If you parry too late, you get hit!
- Therefore, parry at the last possible moment that you can execute the parry successfully
 - Rule of “thumb (foot?)”: parry when the front foot moves in your opponent’s lunge. At that point, when their front foot is in the air, the opponent can’t stop their forward motion
- Maintain proper distance from your opponent to allow you time to execute the parry
 - Too far away and you may not need to parry (until you run out of strip!)
 - Too close and you won’t have the time to execute the parry
 - If at the proper distance, you should not need to retreat with your parry

3. Followed by a riposte (an offensive action)

- To take right-of-way from opponent, riposte must be immediate
- Can be simple or compound, direct or indirect
- Riposte may be “a temps perdue” (not immediate) to take advantage of your opponent’s motion and timing

Retreat and Parry?

- Many coaches teach retreat and parry
- Don't retreat and parry all the time
- If you are at correct distance and you retreat and parry you may be too far for your riposte to arrive
- If you have a habit of retreat and parry, you may retreat automatically off the end of the fencing strip
- Only retreat and parry if you need to adjust the distance in order to execute a successful parry, e.g., a compound parry

Epee Parries

- No right-of-way in epee fencing
 - Whoever hits their opponent first scores the touch
 - If both fencers hit “simultaneously”, they both score
 - “Doubling” could be a good strategy if you are ahead in points of your opponent
- Stops are better than parries (I say this all the time!)
 - Stops are done in long or normal distance (epee distance is longer than foil distance)
 - Stops often arrive on the forward target (e.g., arm, leg) before the opponent’s point gets close to its target
 - Stops arrive while your opponent is coming (lunging) towards you while ripostes, after a parry, arrive while they are usually going away (recovering)
 - Stops can arrive safely to the body if done with prise de fer

Epee Parries (continued)

- Epee parries are done in close distance
- If the distance is close, your opponent's point is close to the target and if a stop is attempted it may not hit first or may double touch
- A parry can prevent the point from arriving even if it is close to the target. In fact, parries should be done when the point is close to the target so as not to give the opponent a chance to deceive the parry and also to parry strong against weak.
- Once an epee parry makes contact with the opponent's blade (with leverage, strong vs. weak), it may provide an opportunity to control the opponent's blade with a prise-de-fer riposte (no double touch)

Foil Parries

- Right-of-way determines who is awarded the point
- If your opponent has right-of-way, you must parry (or otherwise avoid getting hit)
- Must maintain distance to have enough time to react and parry
 - Distance = Time
 - Distance helps you have time to determine who has right-of-way
 - Distance gives you time to determine which line is being attacked in order to execute the most effective parry
- Don't parry too soon or too late.
- Should always riposte after a parry
 - Immediate riposte or riposte "à temps perdu"
- Can do second intention: e.g., invite an attack in order to score on the parry and riposte or execute a false attack to let opponent parry so you can counter-riposte

The End
(Questions?)